



# **Littoral Combat Ship (LCS) Mission Modules**

**RDML Denny Morral  
PEO LMW**

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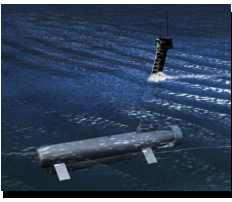
# Vision

- **One or more LCS Platforms integrated into and supporting the Carrier Strike Group or Expeditionary Strike Group**
- **Each LCS controlling a number of Unmanned Vehicles tailored to specific mission at hand...ASW, ASUW, MIW, or Inherent**
  - **Unmanned Vehicles deploying/monitoring sensors ... Analyzing data or acting as data link to LCS**
- **Rapidly reconfigurable LCS platforms to meet changing scenarios via these Enablers:**
  - **Common Launch & Recovery Systems**
  - **Common Control Systems**
  - **Common Technical Architectures**
- **All Sensors, Weapons, Datalinks, Information Networks, and Platforms operating as part of a distributed network system i.e.**

# Capability Gaps

## The Four “Gets” of LCS Mission Modules to fill the existing Capability Gaps

### Get Autonomous



- Put Sensors/Weapons in Dangerous Environments Without Risking Lives

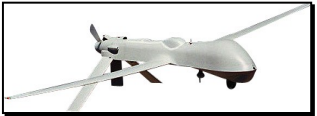
### - Get Standardized

- Common Launch and Recovery
- Common C2 System



### - Get Many

- Increased Coverage against a Multi-Axis Threat



### - Get Joint

- Fluid Generation and Transfer of Information throughout the Joint/Combined Force





# Near Term Methodology for FLT 0

- **Look at POR / Technologies**
  - **When Is Production Unit, LRIP Unit or EMD Available**
  - **Has System or Technology Been Demo'd ?... Can It Be Demo'd ISO LCS Schedule?**
  - **Is It Feasible?**
- **Weigh Capability To Meet Mission**
  - **Look at Mission Overlap**
- **Estimate Cost**



# LCS Flight 0

- **Schedule Is a Challenge**
  - **First hull in the Water 2<sup>nd</sup> QTR FY 07**
- **Maximum Use of Programs of Record and/or Mature Technologies**
  - **POR plus additional Non-Recurring Engineering Funds for Flt 0 Mission Module**
  - **Prototypes, EMD, or LRIP unit must be utilized**



# Examples of MIW MM Candidates

Variant	Equipment	Capability
High	RMS, LMRS, AQS-20, AMNS, ALMDS, RAMICS, OASIS	Full MIW (Shallow Water to Deep)
Medium	RMS, AQS-20, AMNS, ALMDS, RAMICS, OASIS, SPARTAN (MIW), VTUAV w/COBRA, EOD Detachment	Full MIW (Shallow Water to Deep, Beach)
Low	RMS, AQS-20, AMNS, ALMDS, EOD Detachment	Limited MIW w/ Slow Neutralization

**Illustrative Only... Many other variants have been analyzed**



# **MIW Mission Module (Medium)**

## ***Shallow Water to Deep Capability***

### **EQUIPMENT:**

**1- 11 M RHIB USV**

**2- AN/WLD-1  
(RMS)**

**1- MH-60S**

**2 ALMDS**

**2 AMNS**

**2 AQS-20A**

**2 OASIS**

**2 RAMICS**

**3- VTUAV**

**2 COBRA**

**1- BPAUV**

**1- EOD  
Detachment**

**2 SCULPIN**

- **LCS Requirement is 1 MH60S**

- **BPAUV and Sculpin for  
Reconnaissance**

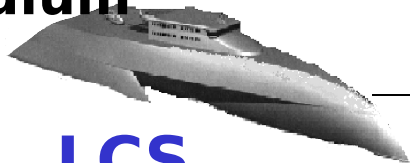
- **RMS provides volume  
minehunting**

- **MH-60S with ALMDS & RAMICS  
provides  
near surface  
hunting/neutralization**

- **11 M RHIB to Provide Sweep  
Capability**

- **VTUAV with Cobra for Surf  
Zone/Beach**

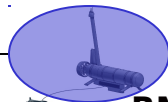
# MIW Mission Module-Medium



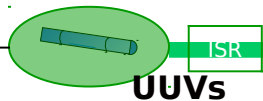
LCS



AMCM



RMS



UUVs

## Clearance Area Coverage Rate (ACR) per LCS (nm<sup>2</sup>/day)

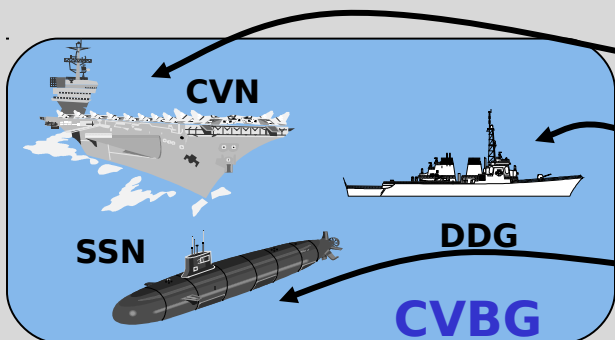
	Hunt <sup>(1)</sup>	Sweep
Near Surface	15	
Volume	10	4 <sup>(2)</sup>
Bottom		
Buried		

12

Mine Threat Spectrum  
(water depth > 40 ft)

(1) Preferred Approach is Minehunting  
(2) Sweep in Unhunnable Conditions and/or to Clear Buried Mines

Organic MCM Assets



## Clearance Area Coverage Rate (ACR) per CVBG (nm<sup>2</sup>/day)

	Hunt <sup>(1)</sup>	Sweep
Near Surface	30	
Volume	5	2 <sup>(2)</sup>
Bottom		
Buried		

35

(1) Preferred Approach is Minehunting  
(2) Sweep in Unhunnable Conditions and/or to Clear Buried Mines

Next Generation Systems

Dedicated MCM Assets



Hunt<sup>(1)</sup> Sweep



Hunt<sup>(1)</sup> Sweep



Hunt<sup>(1)</sup> Sweep

	Hunt <sup>(1)</sup>	Sweep	Hunt <sup>(1)</sup>	Sweep	Hunt <sup>(1)</sup>	Sweep
Near Surface	2	3 <sup>(3)</sup>	2			8 <sup>(3)</sup>
Volume	2	30 <sup>(2)</sup>	2		4	16 <sup>(2)</sup>
Bottom						
Buried						

(1) Preferred Approach is Minehunting  
(2) Sweep in Unhunnable Conditions and/or to Clear Buried Mines  
(3) Requires Additional Platform for Neutralization

Clearance Area Coverage Rate (ACR) per Asset (nm<sup>2</sup>/day)





# ASW Mission Module

## ASW EQUIPMENT

**1- 11m RHIB w/ Bistatic ASW Pkg**

**2- RMV w/ Bistatic ASW Pkg**

**1- MH-60R w/**

- Torpedoes
- Dipping SONAR
- Sonobuoys

**1- Torpedo Countermeasures System**

**1- Advanced Deployable System (Set)**

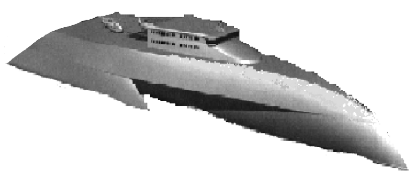
**1- Periscope Detection System**

**1- VTUAV (Set of 3)**

- **Takes Advantage of Standard**
- **Vehicles**
  - Stable RMS Vehicle with active/passive sensors
  - Fast 11 meter RHIB deploying sensors using “Sprint&Drift” tactic
- **Advanced Deployable System for cueing in area or as barrier**
- **Active Capable Expendable System (ACES) for “large” area detection/localization**
- **MH-60R for**



# Littoral ASW Against the Diesel Threat



LCS

Shallow Water Detect/Classification	Engage	Crew Vulnerability	Persistence

Puts IUSS and Sonar Systems Near the Target , Not the Crew



IUSS

Shallow Water Detect/Classification	Engage	Crew Vulnerability	Persistence

Current ASW Assets



# ASUW Mission Module

## **ASUW EQUIPMENT**

**2- 11m RHIB w/ EO/IR, GAU-7 Gun, and Missile Package**

**1- MH-60R w/**

**- EO/IR**

**- Gun**

**- Rocket/Missile**

**1- VTUAV (Set of 3) w/ EO/IR, Rocket/Missile Set**

**1- Netfires Missile System**

**2- Intermediate Gun Module**

**2- Non-Lethal Weapon**

- **Multiple Vehicles for engagement of armed smallcraft away from LCS**
- **Large Payload RHIB Options**
  - **Netfires Precision Munition**
  - **Hellfire/Javelin-like Missile**
  - **Small Caliber Gun**
- **VTUAV and MH-60 for ISR and Engagement**



# LCS Will ...

- Provide a **Persistent** and **Survivable** employment platform
- Provide Distributed, Networked Sensors & Weapons
- Fill Warfighting gaps in Littoral Mine, Surface, & Anti Submarine Warfare
- Provide the 4 “Gets”



# Littoral Combat Ship (LCS) Mission Modules

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Back-Up



# Variant Examples

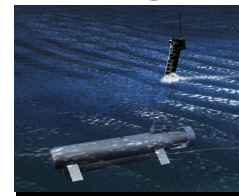
<i><b>Variant</b></i>	<i><b>Equipment</b></i>	<i><b>Capability</b></i>
<b>A1</b>	RMS, ALMDS, AMNS, Limited MIW (Shallow Water to Deep) AQS-20, EOD Detachment	Slow Neutralization
<b>A2</b>	RMS, ALMDS, AMNS, Full MIW (Shallow Water to Deep) AQS-20, OASIS, RAMICS, LMRS	
<b>A3</b>	RMS, ALMDS, AMNS, Deliberate MIW (Shallow Water to Deep) AQS-20, OASIS, EOD Detachment	
<b>A4</b>	RMS, ALMDS, LMRS	Limited MIW (Shallow Water to Deep) Detect & Locate
<b>A5</b>	ALMDS, OASIS, RAMICS, MIW (VSW to Surf Zone) 11m RHIB, BPAUV, REMUS, COBRA, EOD Detachment	



# Get Autonomous

- **Send Sensors and Weapons into dangerous environments without risking Lives**
- **Achieve missions that are difficult and dangerous for large ships and manned platforms to accomplish**
- **Extend off-platform reach with systems that never tire and can endure long on-station times**
- **Operate unmanned systems with various levels of control tailored to specific mission.**  
**For Example:**
  - Search or Reconnaissance - Operate safely in

**Autonomous Systems RMS**



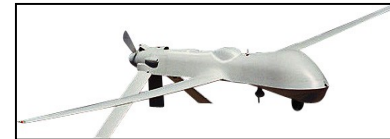
**Firescout**



**SPARTAN**



**Predator**

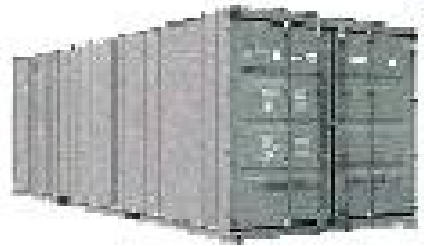
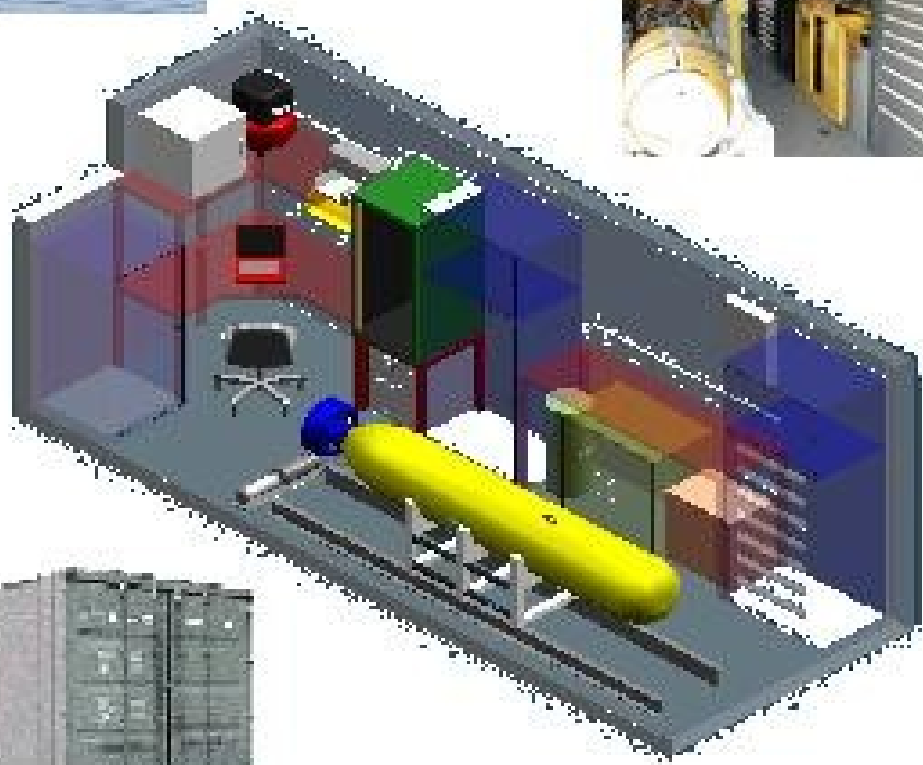


**Large Displacement UUV**



# Get Standardized....Where it Makes Sense!

## *Battlespace Preparation Autonomous Unmanned Vehicle (BP-AUV): Mission Packages*



*Mission Packages will be Deployed with HSV-X2 in September 2003.*



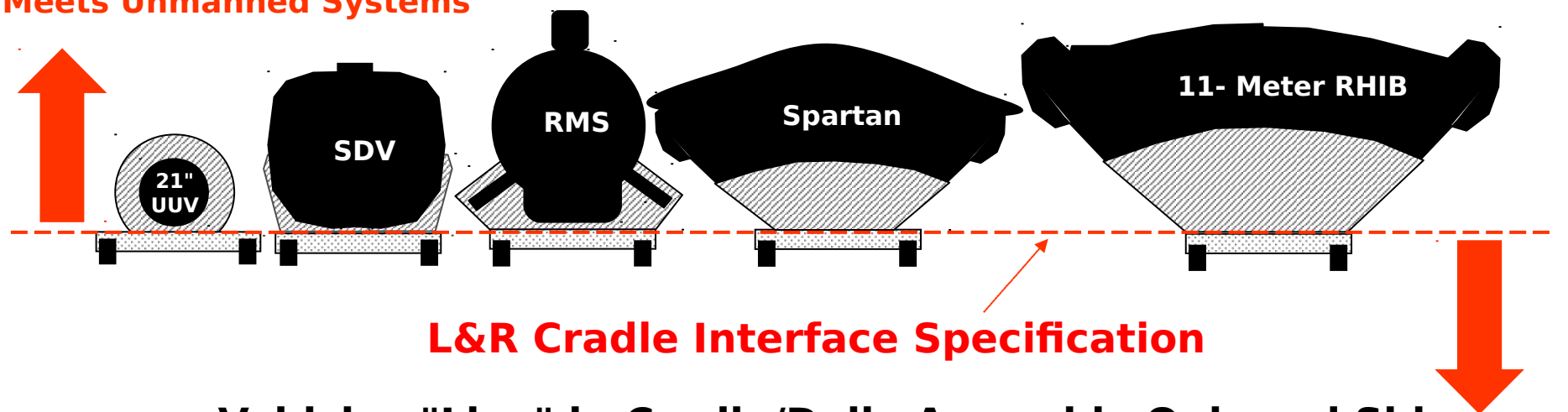


# Get Standardized *Common Systems Cradle*

**Decouples Platform from Unmanned Systems  
via Physical Interface Specifications**

- **Launch & Recovery Cradle/Cocoon Design Developed by Specific Unmanned Systems Developer**
- **Must Meet Interface Specification Indicated by Red Dashed Line**
- **Decoupled from Platform Design and Launch & Recovery Ramp/Deck Handling - Just Meet Interface Specification**

**Meets Unmanned Systems**



**L&R Cradle Interface Specification**

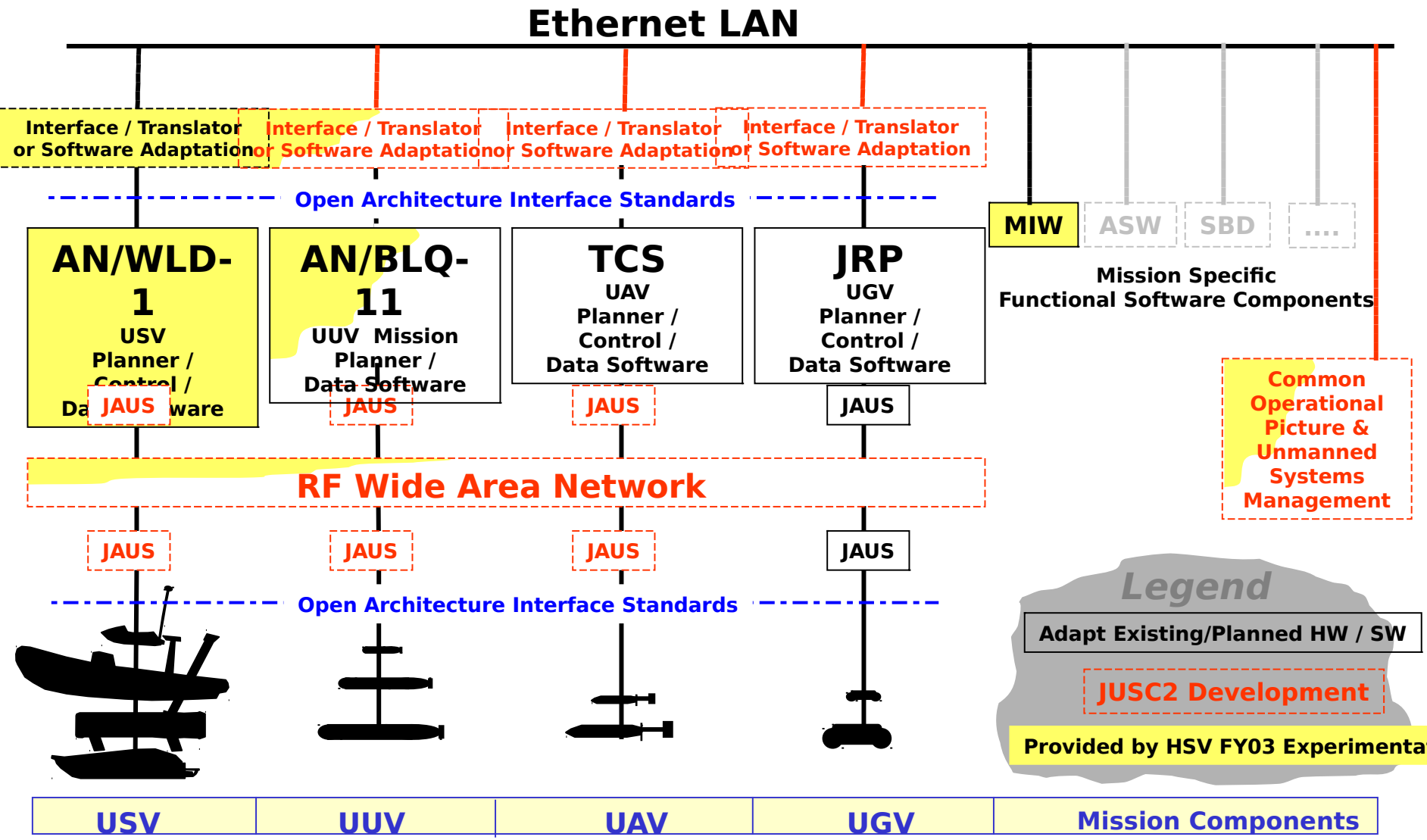
**Vehicles "Live" in Cradle/Dolly Assembly Onboard Ship**

**Meets Platform**

- **Deck Handling Cradle Piece and Launch & Recovery Ramp Cradle Piece Designed to Fit Platform**
- **Can Accept any Offboard Systems (Manned & Unmanned) L&R Cradle/Cocoon Design as Long as it Meets Interface Spec**

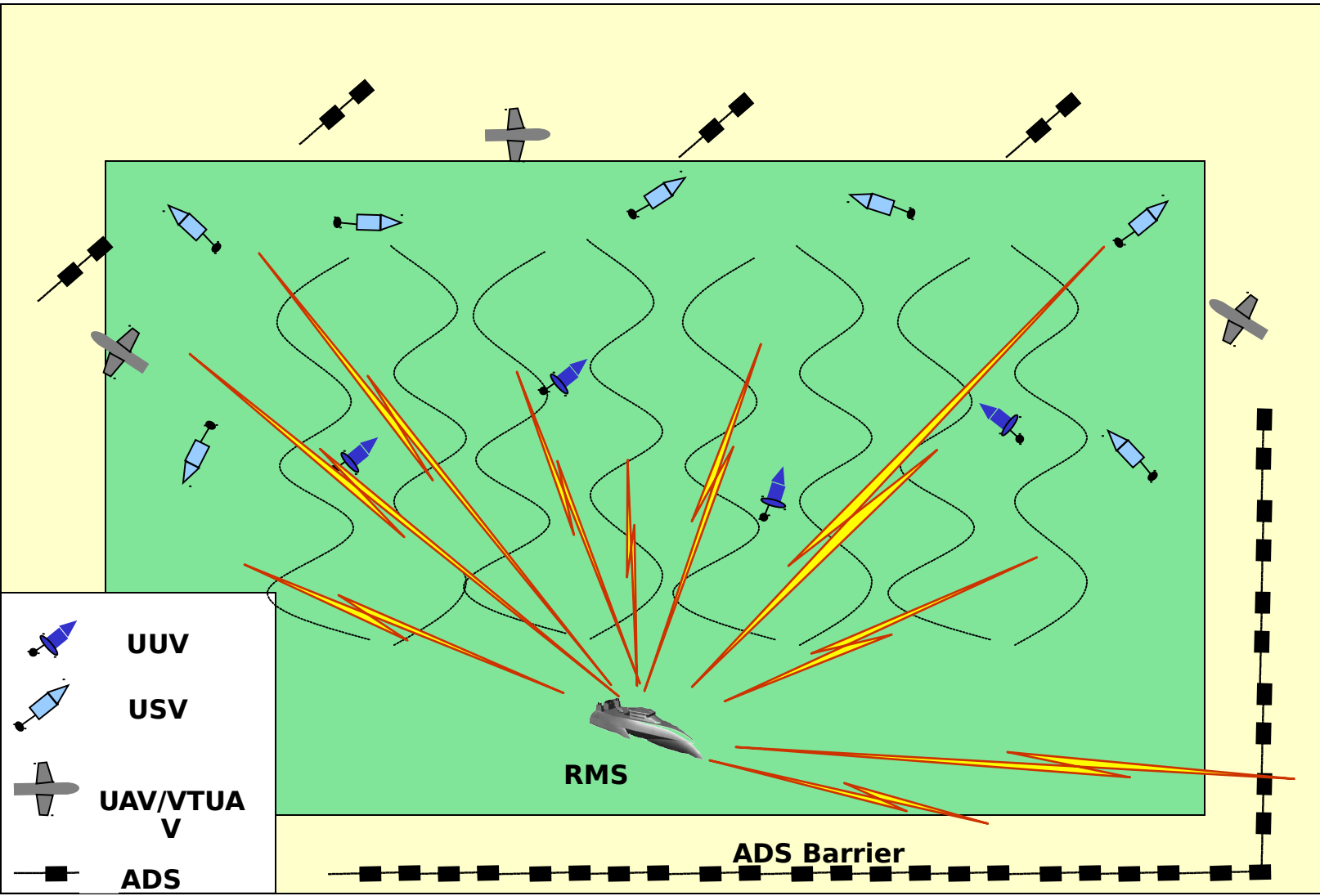


# Get Standardized: Common Vehicle C<sup>2</sup>





# Get Many



# Get Joint

- **Unmanned Systems that are part of Navy Mission Modules**

**will be able to operate in conjunction with the Unmanned**

**Air, Surface, Undersea, and Land-based Systems of all other services**



- **This requires:**

- Joint Command and Control Architectures/Open Interface Standards

- Common Data Links and Interface Standards

- Common Control System (Non-Proprietary and Open Architecture)

- Operation of LCS and its Modules as part of ForceNet



## Result:

**Fluid Generation and Transfer of Information throughout the Joint Force**